

Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A method for generating an image in a virtual space seen from a predetermined viewpoint in a game, comprising:
 - judging whether to start a motion of a first object placed in the virtual space in the game;
 - if it is judged to start the motion of the first object, automatically controlling the motion of the first object in a predetermined moving direction;
 - if it is judged to start the motion of the first object, displaying a plurality of effect ~~objects~~, objects at predetermined intervals, the plurality of effect objects provided three-dimensionally at the side that the first object is going to move from a location of the first object immediately before the first object starts moving; and
 - making the plurality of effect objects sequentially disappear in proximate order from the location of the first object at a time in which it is judged to start the motion of the first object after the first object starts moving,
 - wherein each of the plurality of effect objects shows at least a respective sequence of a part of the first object in a continuous motion.
2. (Previously Presented) The method as claimed in claim 1, wherein the making the plurality of effect objects sequentially disappear includes making the plurality of effect objects located at a rear side in the moving direction from the location of the first object, sequentially disappear according to the controlling the motion of the first object.
3. (Original) The method as claimed in claim 1, further comprising changing color information of the plurality of effect objects in accordance with the motion of the first object being controlled.

4. (Original) The method as claimed in claim 3, wherein the changing the color information includes changing the color information so as to decrease a transparency degree as a distance between the location of the first object and each of the plurality of effect objects becomes shorter.

5. (Previously Presented) The method as claimed in claim 1, wherein the locating the plurality of effect objects includes:

determining a plurality of locations where the first object is to pass with the motion of the first object controlled; and

locating at each of the plurality of locations determined, an object showing a posture of the first object at a time in which the first object arrives at the each of the plurality of locations, as each of the plurality of effect objects.

6. (Original) The method as claimed in claim 5, wherein
the plurality of effect objects are plate-like objects on which an image is mapped, the image being seen from a viewpoint different from the predetermined viewpoint, and

the locating the plurality of effect objects includes locating the plurality of effect objects so as to intersect the moving direction by a predetermined angle.

7. (Original) The method as claimed in claim 1, wherein
the first object comprises a plurality of action-receiving parts;
a plurality of pieces of effect object information is provided to each of the plurality of action-receiving parts,
the judging whether to start the motion of the first object includes judging to start the motion of the first object if any one of the plurality of action-receiving parts satisfies a predetermined action-receiving condition; and

the locating the plurality of effect objects includes locating the plurality of effect objects based on the plurality of pieces of effect object information corresponding to the action-receiving part that is judged to satisfy the action-receiving condition.

8. (Currently Amended) A method for generating an image in a virtual space seen from a predetermined viewpoint in a game, comprising:

judging whether to start a motion of a first object placed in the virtual space in the game;

if it is judged to start the motion of the first object, automatically controlling the motion of the first object in a predetermined moving direction;

if it is judged to start the motion of the first object, displaying an effect object, the effect object being provided three-dimensionally at a position on a way during the motion at the side that the first object is going to move from a location of the first object immediately before the first object starts moving; and

making the effect object sequentially disappear from a side proximate to the location of the first object at a time in which it is judged to start the motion of the first object after the first object starts moving,

wherein ~~each of the plurality of effect objects shows at least a respective sequence of a part of the first object in a continuous~~ the effect object shows an appearance of the first object at the position on the way during the motion.

9. (Previously Presented) The method as claimed in claim 8, wherein the making the effect object sequentially disappear includes making a rear side of the effect object in the moving direction, sequentially disappear according to the controlling the motion of the first object.

10. (Original) The method as claimed in claim 8, further comprising changing color information of the effect object in accordance with the motion of the first object being controlled.

11. (Original) The method as claimed in claim 10, wherein the changing the color information includes changing the color information so as to increase a transparency degree at a near side to the location of the first object and to decrease the transparency degree at a far side from the location of the first object.

12. (Original) The method as claimed in claim 8, wherein
the first object comprises a plurality of action-receiving parts;
effect object information is provided to each of the plurality of action-receiving parts,
the judging whether to start the motion of the first object includes judging to start the motion of the first object if any one of the plurality of action-receiving parts satisfies a predetermined action-receiving condition; and
the locating the effect object includes locating the effect object based on the effect object information corresponding to the action-receiving part that is judged to satisfy the action-receiving condition.

13. (Original) An information storage medium having information recorded thereon, when the information is loaded onto an operating apparatus, the information making the operating apparatus execute the method as claimed in claim 1.

14. (Original) An information storage medium having information recorded thereon, when the information is loaded onto an operating apparatus, the information making the operating apparatus execute the method as claimed in claim 8.

15. (Currently Amended) An image generation device for generating an image in a virtual space seen from a predetermined viewpoint in a game, comprising:

a memory that stores a computer executable program;

a processor that, when the program is executed, functions as:

a judging section for judging whether to start a motion of a first object placed in the virtual space in the game;

a motion control section for, if it is judged to start the motion of the first object, automatically controlling the motion of the first object in a predetermined moving direction;

a ~~displaying~~display control section for, if it is judged to start the motion of the first object, ~~displaying~~controlling to display a plurality of effect ~~objects~~objects at predetermined intervals, the plurality of effect objects being provided three-dimensionally at the side that the first object is going to move from a location of the first object immediately before the first object starts moving; and

a ~~nondisplay~~control section for ~~making~~controlling to make the plurality of effect objects sequentially disappear in proximate order from the location of the first object at a time in which it is judged to start the motion of the first object after the first object starts moving,

wherein each of the plurality of effect objects shows at least a respective sequence of a part of the first object in a continuous motion.

16. (Currently Amended) An image generation device for generating an image in a virtual space seen from a predetermined viewpoint in a game, comprising:

a memory that stores a computer executable program;

a processor that, when the program is executed, functions as:

a judging section for judging whether to start a motion of a first object placed in the virtual space in the game;

a motion control section for, if it is judged to start the motion of the first object, automatically controlling the motion of the first object in a predetermined moving direction;

a ~~displaying~~display control section for, if it is judged to start the motion of the first object, ~~displaying~~controlling to display an effect object, the effect object being provided three-dimensionally at a position on a way during the motion at the side that the first object is going to move from a location of the first object immediately before the first object starts moving; and

a nondisplay control section for ~~making~~controlling to make the effect object sequentially disappear from a side proximate to the location of the first object at a time in which it is judged to start the motion of the first object after the first object starts moving,

wherein ~~each of the plurality of effect objects shows at least a respective sequence of a part of the first object in a continuous~~the effect object shows an appearance of the first object at the position on the way during the motion.

17-18. (Canceled)

19. (Currently Amended) A program stored in a computer readable storage medium, when the program is loaded onto an operating device, the program generating an image in a virtual space by making the operating device execute the method as claimed in claim 1.

20. (Currently Amended) A program stored in a computer readable storage medium, when the program is loaded onto an operating device, the program generating an image in a virtual space by making the operating device execute the method as claimed in claim 8.

21. (Previously Presented) The method as claimed in claim 1, wherein the first object is an attacked object and the plurality of effect objects are displayed behind the attacked object.

22. (Previously Presented) The method as claimed in claim 8, wherein the first object is an attacked object and the effect object is displayed behind the attacked object.

23. (Previously Presented) The image generation device as claimed in claim 15, wherein the first object is an attacked object and the plurality of effect objects are displayed behind the attacked object.

24. (Previously Presented) The image generation device as claimed in claim 16, wherein the first object is an attacked object and the effect object is displayed behind the attacked object.